



User Manual

Written by
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NEW WORLD COMPUTING®

3DO™

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VEGAS GAMES®

2000

Welcome to Vegas Games® 2000, a collection of 25 different casino games with the same rules, payoffs, options, and glitz that you find along the famous Las Vegas Strip. In fact, just like in Vegas, the cocktail girl won't come around nearly as often as she should.

The next few pages lead you through the start-up screens to the main gaming screen where the real fun begins. You will learn how to set up different player profiles and choose between single or multi-player options. After that, you learn to operate your Vegas Games 2000 ATM card so you can sit at the table with the right amount of cash. Then, it's off to the casino for the real action! Learn the rules, payoffs and strategies associated with each game under their individual section.



MAIN SCREEN

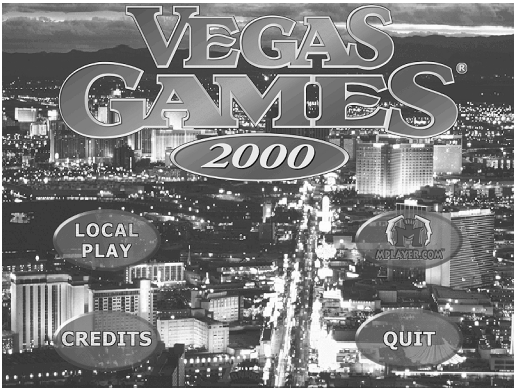
- Local Play

Use this option for a single player or Local Area Network (LAN) game.
- Mplayer.com

Select this option to join an Internet game with other players on the Net.
- Credits

Left-click **Credits** to learn about the great people who created the game. Left-click anywhere on the screen to return to the Main Screen.
- Quit

Left-click here to exit and return to your desktop. Pressing the **Esc** key will also return you to your desktop, as well as taking you back one screen anywhere in the game.



Main Screen Hot Keys

	HELP
	LOCAL PLAY
	CREDITS
, , OR	QUIT

Player Select Hot Keys

	HELP
	CREATE NEW PLAYER
	VIEW PLAYER INFO
	DELETE PLAYER
	SINGLE PLAYER
	MULTI-PLAYER
	RETURN TO MAIN SCREEN



PLAYER SELECT SCREEN

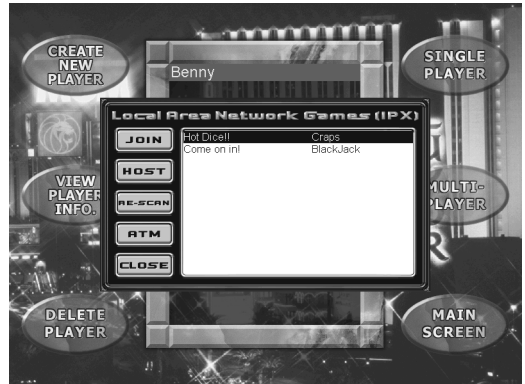
- Create New Player** To begin the game, left-click with the mouse on this button. A small screen appears asking you to enter a Player Name. Enter a name for the player you wish to create in the box, then left-click **OK**. The name will appear in the Player Box. Only fourteen players' names can appear on the screen at the same time, but you may enter as many names as you wish. Simply scroll down to see the additional names.
- View Player Info** Use this button to see money earned or lost in each game and overall for any player you have created. Left-click a player's name, then **View Player Info**. A screen appears showing the breakdown of that player's earnings or losses from each individual game, plus cumulative earnings or losses. The screen also shows how much the player has borrowed, loaned, has in cash, and their current account balance. A newly created player's account will show \$5,000 in cash.
- Delete Player** If you want to erase a player and their statistics from the game, left-click on the player's name and then on the **Delete Player** button.
- Single Player** For any single player game in Vegas Games 2000, you just play against the dealer and/or computer players. Left-click that name in the Player Box for the player profile you want. Then, left-click **Single Player** to get to the Game Select Screen.
- Multi-player** If your computer is on a LAN, you can play with or against other people on the network. To do this, left-click on a player profile in the Player Box, and then on the **Multi-player** button. See Multi-player Screen for more information.
- Main Screen** Left-click here to return to the Main Screen, where you can exit the game or switch from **Local Play** to **Mplayer.com** mode. Your **Esc** key will also return you to the Main Screen.



MULTI-PLAYER

MULTI-PLAYER SCREEN

Choosing **Multi-player** allows you the option to play with other people on your LAN. Left-clicking this button pulls up a screen which lists the games currently being played on your local network (before those games are listed, the screen will read “Scanning” while it searches for active games). The game session names will be listed, and to the right of each session, what Vegas Game is being played. For example, a session might be called “Open Blackjack Table” and to the right, it reads “Blackjack.”



JOIN

To Join, highlight the session by left-clicking on it. The appropriate game will load, but before you can play you might see a black screen that reads “waiting.” If this occurs, you must wait until the current hand is over before you can start playing.

HOST

Choose this option to Host a new game session for others to join. After left-clicking on **Host**, the Game Selection Screen appears. Left-click on the game you wish to host. In the next screen that appears, enter a session name, then left-click **OK**. Your session will appear when others scan or re-scan the network for games in progress. Please note, if you choose to open a game of Blackjack you must decide how many decks to use before you start the game. This information is called for on the Enter Session Name Screen. Also, if you host a game and decide to leave that game before the other players do, the session does not end, but the program automatically selects another host from the players left in the game. Note: If the current Progressive Jackpot is different than the Progressive Jackpot stored with the new host, the stored Progressive Jackpot will update the current session.

RE-SCAN

After the program finishes searching and lists the network games, it will not recognize games formed after the initial scan. If you wish to scan for new games, press the **Re-Scan** button at any time.



ATM

When using multi-player, before choosing to **Join** or **Host** a game, you can visit the ATM via the Game Select Screen.

CLOSE

Left-click on **Close** to close the Multi-player Screen and return to the Player Select Screen.

SPECIAL MULTI-PLAYER FEATURES

When playing on a network, several special options are available. Most notably, you can chat with other players. At the bottom left of the gaming screen, enter text and it will appear in the white bar above the black chat area. Press **Enter** and that line will appear at the bottom of the other networked players' chat screens as the most recent line entered. If you don't wish to view the text entered by a certain player, right-clicking a player's nameplate and selecting the **Mute** option omits that player's text from your screen. You may opt to monitor your wins and losses, rather than chat; toggle to statistics, and back, using the **Tab** key. When right-clicking a player's name, you may also utilize the **Send Money** option; select this and a screen will appear for you to enter how much money you wish to send to that player. Enter the amount and left-click **OK**. The player is alerted that you sent him money and given the option to **Accept** or **Refuse**.

Vegas Games 2000 also has a built-in time-out for multiple human player games. These time-outs range from 10 to 30 seconds, depending on the circumstances. So, if you walk away from a hand of Blackjack, for example, after 30 seconds you will be placed in Observer mode so the other players can continue their game. Go to the Player menu and select **Observe** to rejoin the game.

Maximum Number of Players	
Keno Lounge	20
Poker	6
Blackjack	7
Money Wheel	6
Craps	6
Baccarat	4
Roulette	6
Slots	20
Video Poker	20
Video Keno	20



MPLAYER.COM

Mplayer.com is the #1 multi-player game service on the Internet. Playing Vegas Games 2000 on Mplayer.com means that you can challenge other players in remote locations, and play them in real-time -- like you're all sitting in the same room. Mplayer.com offers hundreds of innovative features, including real-time voice-chat that lets you verbally taunt your opponents and praise your teammates. When you sign up for Mplayer.com, you're joining a friendly online community where you can participate in regular tournaments, contests, and special events.

PRICING

Mplayer.com is FREE -- there are no charges or monthly fees to play Vegas Games 2000 on Mplayer.com.

SO HOW DO I GET STARTED?

Installing Mplayer.com is simple. Just follow these easy steps and you're on your way to the excitement of online multi-player gaming!

1. There are several ways to install Mplayer.com from Vegas Games 2000.
 - From the game CD-ROM Autorun Menu:
Select the option to Play on Mplayer.com
 - From the Windows 95 Start Menu:
Select this game and the option to Play on Mplayer.com
 - From Inside the Game:
Select the option to Play on Mplayer.com from the multi-player menu
 - From the Program folder:
Left-click on the icon to Play on Mplayer.com
2. This will start the Mplayer.com installer which will:
 - Check for Mplayer.com -- if you don't have it, we'll install everything you need! Follow the easy install instructions at the prompts. During the process, you'll set up a Mplayer.com account and select your Mplayer.com member name and password.
3. After installing Mplayer.com, your Web browser will launch and connect you to the Mplayer.com game page:
 - Make sure your game CD-ROM is in the disk drive.
 - Left-click on 'Play Now' to log onto Mplayer.com and head to the Lobby of your game.
 - Before entering the game's Lobby, we'll automatically download any additional files you might need to make the game playable on Mplayer.com.



4. Now you are in your game's Lobby on Mplayer.com.
 - Chat with other players by typing your message and pressing Enter.
 - To enter a Game Room, double-click on a green Room icon.
 - If you want to create a new Game Room, left-click on the Create Room button.
5. Almost there!
 - If you enter an existing Game Room, left-click on the 'Ready to Play?' button.
 - If you create a Room, wait for players, then left-click on the 'Launch Game' button.
6. Have fun playing on Mplayer.com!

MPLAYER.COM CUSTOMER SUPPORT

Mplayer.com has a staff of highly trained Technical Support representatives waiting to answer any questions or solve any problems you can throw at 'em. If you're having trouble installing Mplayer.com, contact a Technical Support representative by e-mailing support@Mplayer.com or by calling (650) 429-3100 between the hours of 3 p.m. and 10 p.m. (PST), seven days a week. For more information about Mplayer.com visit our Web site at www.Mplayer.com.

MPLAYER.COM TECHNICAL INFO

You need the following PC configuration to install our software and play games on Mplayer.com:

MPLAYER.COM SYSTEM REQUIREMENTS:

- Windows 95
- Pentium processor
- 8 MB RAM (16 MB recommended)
- 14.4 KBPS or faster modem (28.8 KBPS or higher recommended)
- Internet access
- Web browser
- AOL, CompuServe, and Prodigy do not yet support adequate TCP/IP connections for FAST gameplay. Low latency games, including turn-based or role playing games, however, can be played.



THE GAME SELECT SCREEN

The Game Select Screen displays all the unique categories of Vegas Games 2000 with the ATM in the center. Left-clicking on any game button transports you straight to the action. But what's a trip to Vegas without the mandatory stop at the ATM?

THE ATM

You are about to enter the glitz and glamour of Vegas, and you are going to do so in style. Each new player starts with a bankroll of \$5,000. If you feel that's a lot of money to carry, you may deposit some into your bank account. At any point while playing, you can visit the ATM to deposit or withdraw money from your account.



The ATM sits in the center of the Game Select Screen. Put your cursor anywhere on the **ATM** icon and left-click, up comes your account information. This screen shows your account balance, how much cash you are carrying, the option to **Withdraw** or **Deposit** cash, or view your personal information. To withdraw or deposit money, select the corresponding arrow, just as you would on a regular ATM. A screen opens which lets you decide the monetary increments to use for your transaction. The bottom right arrow

is always the **Back** or **Exit** arrow. Use it to go back a screen or exit the ATM. The upper right arrow on the main ATM screen points to **Personal Info**. Left-clicking here shows you the breakdown of your wins or losses for each game played, plus a grand total of winnings or losses.

When the chips are stacked against you, the dice aren't falling, and you find yourself down and out, you can borrow up to \$500 if you have less than \$300. Even if it means going into debt, you can withdraw up to \$500. Yes, you can go to the Roulette wheel, drop a quick \$500, and return back to the

ATM Hot Keys

	HELP
	WITHDRAW
	DEPOSIT
	PERSONAL INFO
-	\$100 - \$500
	BACK OR EXIT



ATM time and time again. The hassle of leaving the game, getting the cash, and then returning to the game may encourage the sane gambler to play less wildly and a bit more wisely.

THE TOOL BAR

Before you are blinded by the flashing jackpot lights, hypnotized by the spinning Roulette wheel, and mesmerized by the throw of red dice, we should talk about an important feature of the game, bound to be lost in the Vegas background -- literally. The Tool Bar is a simple gray bar, located at the top of the screen, viewable only when you place the cursor over that area. The tool bar contains many options that let you get the most out of Vegas Games 2000. The bar options change from game to game. For instance, in card games, you can change the deck you are playing with; while in Slots or Video Poker you can choose what kind of machine you want to play. Individual game options are explained in each game section, but a few universal options are common to all.

FILE

Left-click on **File** for the pull down menu with the options **Back** or **Exit**. **Back** takes you back one screen. From the Game Select Screen, you are taken back to the Local Play Screen. Or, if you are in one of the game areas, you can left-click **File/Back** to return to the Game Select Screen (pressing **Esc** also takes you one screen back). **File/Exit** allows you to completely quit Vegas Games 2000 and return to your Windows® desktop. Note that the program automatically saves your preferences and returns you to the last game played every time you exit and restart Vegas Games 2000.

SOUND

Selecting **Sound** allows you to adjust volume levels for **Music**, **Ambience**, **Effects** and **Voice**. Left-click on **Sound** to get the pull-down menu, then on which sound you want to adjust. Then, select the appropriate level. **Music** adjusts the level of background music. **Ambience** controls the background noise you hear in the casino, such as distant voices and the sound of coins being plunked into other machines. **Effects** adjusts the sound effects of the game you are playing. The **Voices** option controls the dealers' voices as they announce things like the dice total on Craps or the outcome on the Roulette wheel. The program remembers your sound preferences, so it is not necessary to re-set them every time you play.



PLAYER

Under the **Player** menu are the **Information** and **Observe** options. Left-click on **Information** to see the Player Information Screen. To watch a game played, select the game of interest, set up computer controlled players and select **Observe**, unless you are playing Poker. In Poker, the computer automatically starts a game for you. Pull down the menu and left-click **Observe** again to become an active player in the game you just watched.

HELP

Left-click on **Help**, and then on **Strategy**, to read tips and hints that will improve your game and send more winnings your way.

COMPUTER GENERATED OPPONENTS

Blackjack, Craps, Roulette, Poker and Baccarat allow the player to compete against computer generated opponents. The game begins with your player profile name on one of the nameplates on the table. To do this, right-click on an empty nameplate and choose **Add Computer Player** option. You can get information about other players at the table by right-clicking on their nameplate. A menu appears, with that player's total cash on hand at the top as well as the options **Remove Player** and **View Player Info**. **Remove Player** takes this computer player out of the game; **View Player Info** reveals how much the player has won or lost at each game.

FAST DEAL OPTION

The **Fast Deal** option drastically increases the speed of gameplay for slower systems and laptops. The option is available in Video Poker, Blackjack, Poker, and Baccarat. To activate the function, use the tool bar in the appropriate game and find **Fast Deal** as an option under the name of the game.

LET THE GAMES BEGIN!

On to the fun part! You picked your player profile, have money in the bank, and cash in your pocket. You are definitely ready for serious fun and games! The following sections teach you the basics of playing each game and provide some strategy hints to give you the best shot at success. Each section is titled with the same name as the corresponding button: **Video Poker, Slots, Keno, Blackjack, Craps, Poker, Video Keno, Baccarat, Roulette, and Money Wheel**. Instructions assume the player is already in the corresponding game, although the rules still apply in multi-player games.



VIDEO POKER

Video Poker is my mother's favorite game. She says it's a little like playing the slots because you can go at your own pace and not have to worry about other players getting impatient. However, she prefers it to slot machines, because instead of just watching the wheels spin, she must decide how to play each hand. In Vegas Games 2000 you can play anything from 25¢ to \$25 coins and you

can choose between five Video Poker variations. This section teaches you to play each variation, and which to stick with if you are out for the most winnings. You will also learn some basic Video Poker strategy -- without it, Video Poker is just like plunking quarters into a slot machine and watching the wheels spin.

HOW TO PLAY

First, go to the tool bar and left-click on Video Poker. The pull down menu lists the five types of poker you can choose from **Jacks or Better-High Roller**, **Tens or Better**, **Jacks or Better-Double Down**, **Jokers Wild-Double Down**, and **Deuces Wild**. Choose the variation you want (differences between the games are detailed later in this section). When you exit Video Poker, whether to play another casino game or to shut down the program, the next time you enter Video Poker you are automatically returned to the last game variation that you played.

Now, you must choose your desired wager denomination from the bottom right hand corner. All the games allow you to play with 25¢, \$1, \$5 or \$10 coins, except **Jacks or Better-High Roller**, where you must play with \$1, \$5, \$10 or \$25 coins. Whatever denomination you choose, you can play from one to five coins on each game.



Video Poker Hot Keys

F1	HELP
alt + 1 2 3 4	CHANGE COIN DENOMINATION
alt B	BET ONE
alt M	BET MAX
alt D	DEAL
alt C	CASH OUT
alt U	DOUBLE DOWN
F5 - F9	HOLD/SELECT CORRESPONDING CARD



After choosing a denomination, place your bet by left-clicking the coin drop, or the **Bet One** button, which is below the coin drop. The computer automatically deals the cards to begin a game if you left-click **Max Bet**, which places a five coin bet of your denomination. It also deals automatically if you bet five coins by dropping them into the machine, or if you left-click five times on **Bet One**. If you bet anything less, you must left-click **Deal** to begin the game.

The game starts with the computer flipping over each of the five cards. Underneath each card is a rectangular button labeled **Hold**. You decide which cards to hold by left-clicking either **Hold** beneath the card or on the card itself. The word "Held" will appear on or under the card. To reverse your selection, simply left-click on the card again. To discard the remaining cards, which are not marked as held, left-click the **Deal** button. The computer will then deal another card for each one discarded. The winning hand's payoff will be highlighted on the payoff table.

THE PAYOFFS

All five Video Poker games show the payoff chart above the cards, throughout gameplay. The Progressive Jackpot is the top payoff for each game, which can be earned by getting a Royal Flush. You can see what the Progressive Jackpot is paying by looking at the red light board on the top of the screen. The light board will flash different casino messages besides the Progressive Jackpot status. Just like in Vegas casinos, this Progressive Jackpot goes up as more money is played on the machine, and goes back down to its original pot when someone wins. The Progressive Jackpot starts at \$1,000 if you are playing quarters, \$4,000 playing \$1 coins, \$20,000 for \$5 coins, \$40,000 for \$10 coins and \$100,000 for \$25 coins.

THE HIERARCHY OF POKER HANDS

The chart on page 44 (hereafter *The Poker Chart*) illustrates which hands to strive for in Video Poker, starting with the best payoff hand, the Royal Flush. Make sure to remember which game of Video Poker you're playing, so that you don't try for a pair of 10's, when there is no payoff for that combination.



JACKS OR BETTER – HIGH ROLLER

In this game, you can earn a payoff by hitting any combination listed in *The Poker Chart*, except when a pair is less than a pair of Jacks, thus the **Jacks or Better** title. The **High Roller** part gets its name from the fact that the minimum bet is \$1, the maximum is \$125 (by playing five \$25 coins). The Progressive Jackpot payoff is better, starting at \$100,000. The other payoffs are the same as the payoffs for **Tens or Better**. However, if you plan on playing a high stakes game, or you are sure that a Royal Flush is going to pop up, **Jacks or Better-High Roller** is the best option.

TENS OR BETTER

This game pays for any hand on *The Poker Chart*, unless you draw a pair lower than 10. Notice that the payoff for a pair of tens or better means simply getting your bet back. It takes more than a pair to really win. Bets range from 25¢ to \$50 (five \$10 coins) and the Progressive Jackpot ranges from \$10,000 to \$40,000.

JACKS OR BETTER – DOUBLE DOWN

This game is just like regular **Jacks or Better**, with smaller wagers and payoffs, but it has an added fun way to bet your winnings. In this game you can bet 25¢ to \$50, and the Progressive Jackpot ranges from \$10,000 to \$40,000. It takes a pair of Jacks, Queens, Kings or Aces to get your initial bet back. To earn, you must have a hand from *The Poker Chart* that beats a pair. If you have a winning hand, you have the option to play another type of game called **Double Down**. The **Double Down** button sits to the left, next to your cards. It is grayed out until you produce a winning hand, then it lights up in yellow and you can left-click on it to wager your winnings. The computer automatically wagers all your winnings if you double down. If you won \$5 on the hand, your wager is \$5; if you won \$1,000, your wager is \$1,000.

The computer begins **Double Down** by dealing five new cards. The first card is dealt face up. This card is the dealer's card and the card to beat; the cards are ranked in value from 2 (low) to Ace (high). Choose one of the face down cards: if your card is smaller than the dealer's card, you lose the winnings you just wagered; if your card is higher than the dealer's, your original winnings are doubled; if your card is equal, then you "push," neither winning nor losing. You have the option to play again for double or nothing, or you can stop playing by pressing **Cash Out** or **Deal**. If you cash out, the machine credits your winnings and applies them to your cash on hand.



JOKER'S WILD – DOUBLE DOWN

In this game you must have two pair or better to win, but you have additional help creating a winning hand -- the presence of two Jokers. When one of them appears in your hand, you can utilize it as you wish. It can complete a straight, be part of a flush, or make a lousy pair of fours turn into a downright ravishing three of a kind. This game also has the **Double Down** option (explained in "Jacks or Better - Double Down"), if you win a hand.

DEUCES WILD

You must have three of a kind or better to win, but you have four wild cards in the deck to help you: the 2 of hearts, clubs, diamonds, or spades. The four deuces in this deck are marked with a "WILD" to make them easily identifiable.

STRATEGY

There are two important things to remember in order to win at Video Poker: bet high and bet often. The professional gamblers who convert Video Poker into a paycheck say that the only way to win is to hit the Progressive Jackpot with a Royal Flush. Now, that doesn't mean you should discard every card that isn't royalty -- you have to win the small pots to stay in the game -- but winning at Video Poker means taking a long-term view of the game. Plan on sticking around for more than a few hands (according to the odds, Royal Flushes hit once every 40,000 hands). And, most importantly, always, ALWAYS, bet the maximum credits, so you don't earn a measly payoff for the grandest of hands.

As for the not-so-grand poker hands, here are general "do's" and "don'ts" that beginners tend to goof up. First, remember that having a high card like an Ace, King, Queen or Jack doesn't mean you should keep it at all cost. Example: you have a pair of 10's, a 6, a 3, and an Ace in your hand. Now, of course you get rid of the 6 and the 3, and you hold onto the pair; but do you keep the Ace, hoping another one shows up? After all, that would give you two pair, an excellent hand. The answer is "no." It is a better bet to hold onto your pair and discard the rest. That discarded Ace might get you another 10, turning your hand into three of a kind. This same principal applies if you are holding a high card and three of a kind. Go after four of a kind and forget the high card.



Now, let's say you have three cards of the same suit and two cards of a different suit. All of the cards are low cards; there are no pairs and no chance of forming a straight. Do you save the three cards and hope for a flush? No. Often the inclination is to hold onto whatever little thread of a hand we have, but the odds are against you. The only time you should hold onto a three card flush is when there is potential for a straight flush (five consecutive cards of the same suit); then the risk is worth it.

Let's talk more about straights. There are hands called "inside straights" and hands called "outside straights." An inside straight hand needs a middle card to complete the straight. For example, a hand with 5, 6, 7 and 9 needs an 8 to complete the straight. A hand with an outside straight is one that already has a mini-straight, but needs one card above or below to complete it, such as 3, 4, 5, and 6. Drawing either a 2 or a 7 would give you a winner. Because so few cards complete an inside straight, do not try to draw to an inside straight, unless it is an Ace-high straight. However, if you have an outside straight, always draw to complete it. Finally, if you only have three cards making an outside straight, don't try to complete it; the odds are against you.



Video Poker

25¢	\$1,000
\$1	\$4,000
\$5	\$20,000
\$10	\$40,000
\$25	\$100,000

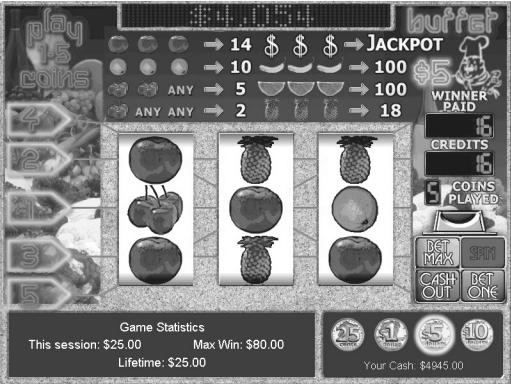
10% of each wager is added to the Progressive Jackpot.

**REMEMBER THIS IS
HOW THE PROGRESSIVE
JACKPOT STARTS**



SLOTS

Can you believe that some gamblers remember a time before slot machines? They weren't introduced into casinos until the 1940's when the Flamingo Hilton



decided to give them a spin. Today casino's are recognized for their rows upon rows of these metal menaces. Recreational gamblers often spend hours at a stretch dropping in coins and hoping to become a "reel" winner. They are easy to play, if not easy to win on, and they make kooky sounds and flash bright lights when you end up a 15¢ winner. Could you ask for anything more? Oh, the cocktail waitress should be around any moment now.

HOW TO PLAY

Select **Slots** from the Game Select Screen. Then, select **Slots** from the Tool Bar. A pull-down menu appears and you can choose from one of the following games: **Beyond the Stars**, **Easy Money**, **Ancient Treasures**, **Buffet**, and **Love 2 Win**. Once you choose a game, left-click on the denomination you wish to bet (bottom right of your screen) and left-click on the coin drop, or on the **Bet One** button, below the coin drop. If you left-click the **Bet Max**

button, the computer automatically deposits the maximum bet of five coins and spins the wheels. If you don't bet the maximum, you must left-click **Spin**, and the computer will spin the wheels.

Slots Hot Keys

	HELP
+ 	CHANGE COIN DENOMINATION
	BET ONE
	BET MAX
	SPIN
	CASH OUT

The top payoff in all the games is the Progressive Jackpot. Just as in Video Poker, the Progressive pot grows as more money is played on the machine. The Progressive pot starts at \$200 if you are playing 25¢ coins, \$800 if you are playing 1¢, \$4,000 for \$5, \$8,000 for \$10, and \$20,000 if you are playing \$25.



A note about payoffs: your payoff is shown under “Credits,” in red numbers, on the right side. Left-click **Cash Out** to convert your credits to cash. If you forget to do this when you leave your machine, the computer will do it for you. Also, if you switch denominations mid-play the computer will turn your credits to cash first.

BEYOND THE STARS

This game allows you to bet one to three coins. Denominations include 25¢, \$1, \$5, and \$10 coins. To win the Progressive Jackpot, three spaceships must appear on the pay-line. There is only one payline in this game; it is marked with a thin red line. All payoffs are outlined above the wheels according to how many coins were played.

EASY MONEY

There are three paylines on this game, which means you have three places to win. So, if it takes a one coin bet per payline, why can you play up to four coins on this game? Well, because the fourth coin doubles all your winnings. You can play \$1, \$5, \$10, or \$25 coins on this game. The first coin covers you on the centerline, the second coin gives you the payline above it, and the third coin covers the bottom payline. The payoff table, above the wheels, remains the same for coins one through three, but doubles when that fourth lucky coin is inserted. Three diamonds, on any line, wins the Progressive Jackpot.

ANCIENT TREASURES

This game allows you to play one to three coins all on the center payline. There are four wheels to match up, in different combinations, with hopes of hitting that Progressive Jackpot. You can play this game with 25¢, \$1, \$5, or \$10 coins.



BUFFET

There are several lines to check for winners if you play the maximum bet. The first coin covers the centerline, the second covers the top row, and the third coin covers the bottom. The fourth and fifth coins cover two diagonal paylines. You can wager 25¢, \$1, \$5, or \$10 coins. Three dollar sign symbols on any payline wins the Progressive Jackpot.

LOVE 2 WIN

Everything is coming up roses, but the payoff is better if everything comes up hearts. This game has four wheels that spin around flowers, hearts, and some “BAR” symbols as well. Bet one coin on the center payline, the second on the top, and a third coin to cover the bottom. Four hearts will get you the Progressive Jackpot. You may bet 25¢, \$1, \$5, or \$10 coins.

**REMEMBER THIS IS HOW
THE PROGRESSIVE
JACKPOT STARTS**

Slots

25¢	\$200
\$1	\$800
\$5	\$4,000
\$10	\$8,000
\$25	\$20,000



10% of each wager is added to the Progressive Jackpot.



KENO

Coffee house tables in every Vegas casino are equipped with salt, pepper, napkins, crayons, and Keno cards. Keno girls come by as often as waitresses, collecting lucky numbers and wagers, and doling out winnings. Vegas Games 2000 brings a bit of the casino coffee house to your desktop, by letting you circle lucky numbers with a computer crayon. Unlike in the casinos, you can play repeatedly in single player mode; left-click on the clock to set the time to zero, and the balls will roll out. Or, when playing other people, do as the coffee house patrons do, and have a little conversation and cream with your coffee as you wait for the Keno board to light up your favorite numbers in red.

HOW TO PLAY

Pick a number, any number. In fact, pick several of them, and make sure they all fall between 1 and 80. That's Keno in a nutshell. Keno is a simple game. You don't have to ponder over what to do with your hand, you don't have to think about whether to hit or stand -- just circle your favorite numbers, rub your favorite charm, and wait for a machine to decide your fate.

The machine chooses 20 balls at random from a pile of balls numbered 1 through 80. Those balls move across the screen, one by one, after the red digital clock hits 0:00. If you grow impatient and you are playing on single player mode, left-click on the clock and it automatically resets itself to zero and the numbered balls are drawn. If you are playing on a LAN, or on the Internet, you must wait for the clock to naturally run its course. As each ball appears on the top of your screen, you see its corresponding number light up on the number board. This board is just like the ones you find hanging all over Vegas casinos, showing the winning numbers.



Keno Hot Keys

	HELP
	REPLAY TICKET
	TOGGLE SPECIAL
	PLAY TICKET
	CLEAR TICKET
	CHANGE NUMBER OF GAMES
	CHANGE VALUE ON TICKET



To play a Keno ticket, start by left-clicking on the numbers and the computer will draw a red crayon circle around it. You may choose 1 to 12 numbers per Keno card. As you choose numbers, the applicable payoff table appears under the number board. If you choose four numbers, the “Mark 4 Spots” pay table shows up; if you choose 12 numbers, the “Mark 12 Spots” table comes up. To see the pay table for a certain amount of numbers, left-click the **Up** or **Down** arrow and the pay table will rotate accordingly. Each table shows four different columns of payoffs. There are different payoffs listed for \$2, \$2 Special, \$5, and \$10 cards.

To play your card as a “Special,” left-click **Toggle Special**. Your ticket will be marked with a purple “Special” stamp. The payoffs on Special tickets differ only when three or more numbers are played, and will mean a higher payoff for hitting a lot of numbers. But, there’s no payoff for hitting a smaller amount that would normally pay on a regular card.

Your card always starts as a \$2 card. To change it to a \$5 or \$10 card, move your cursor to the top of your ticket under **Price Per Game**. Left-clicking on the ticket price changes the price to \$5. Left-clicking again will change it to \$10, and left-clicking again changes it back to \$2. In the same box, you can change the number of times the ticket is played. Keep left-clicking under **No. of Games** (initial setting: 1) and you will see that you have the option to play the ticket 1, 5, 10, or 20 times.

Now all the elements of your card are in place: the type of card you played, how much you bet, how many numbers you chose, and the payoff scale. Now you must submit the card for play. Go to the gold buttons in the middle of the screen and press **Play Ticket**. This will punch a star shaped hole through the top left corner of the ticket. If the card loses, but you want to play the same numbers again, press **Replay Ticket**, or if you aren’t happy with your numeric choices, press **Clear Ticket**.

You can play up to ten Keno tickets at once in Vegas Games 2000. To move between tickets, left-click the ticket number in the black box above the actual ticket. You can also change tickets by left-clicking the yellow **Left** and **Right** arrows.

When the clock hits 0:00 and the numbers are drawn, you will see the chosen numbers light up in green on your tickets. If you aren’t granted a payoff, “LOSER” will be written in red across your ticket. If you win, your winnings will be written in green on the ticket, and the appropriate amount credited to your cash on hand.



STRATEGY

The house advantage in Keno is difficult to calculate because of the many variations of payoffs according to how many numbers you play, how much you play, and if you play the Special option. It is generally agreed that in Vegas casinos, the house advantage is 25%. If you want to play your lucky numbers, you would do better to stick to roulette, where the house advantage is just over 5%. But if Keno really is your game of choice, the best strategy is to keep your wagers low so you can play longer on this hard-to-win game.

Before we move on to the next series of games, you will need to know how to place a bet. Below is a description of the “Quick Bet”.

QUICK BETS

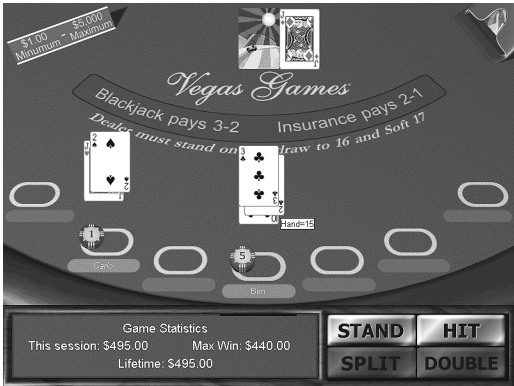
Blackjack, Craps, Baccarat, Roulette, and the Money Wheel are all considered “table games” in Vegas. Bets are placed using chips, of various values and colors, located at the bottom right of your screen. The denominations are \$1, \$5, \$25, \$1,000, and \$5,000. To bet on these table games using the Quick Bet option, place your cursor on a particular chip to select your denomination. Left-click on the chip to increase the wager by that amount, and right-click to decrease it. Under the chips are the words “Quick Bet.” Next to these words is the sum of your wager, which changes as you add or subtract chips. That total becomes your Quick Bet. During any game, moving your cursor to the betting area and left-clicking once selects your Quick Bet. Left-clicking more than once increases your wager by the sum of your Quick Bet. The maximum Quick Bet is \$5,000. If your Quick Bet exceeds your cash on hand, the rest of your cash is wagered. Change your Quick Bet, at any time, by left- or right-clicking on the chip denominations. At payoff time, you can see your statistics for the last deal to the left of the Quick Bet area.

****You can always place wagers by clicking on a chip and dragging it into the betting area.***



BLACKJACK

Blackjack is probably the most popular table game in Vegas, with good reason. If you use common sense in your play, you stand a good chance of leaving a game with most of your money and maybe even some earnings. And, with advanced strategy, you have an excellent chance of consistently beating the house. This section teaches the basics of good Blackjack play, plus a basic card counting system that can greatly improve your earnings. The card counting strategy takes some time to master, but your Vegas Games 2000 dealer is very accommodating, much more than any you'll find on the Las Vegas Strip.



HOW TO PLAY

The Blackjack table in Vegas Games 2000 looks like any Blackjack table across the world. The dealer faces a semicircle of spaces where players can place their wagers. Up to seven players can play at once against the dealer. To begin the game, decide how much you wish to wager and place that bet by left-clicking on the appropriate denominations (also see Quick Bet chart on page 23). Right-click to deduct the amount. Place your bet on the oval in front of your Player Name, and then left-click on **Ready**. The dealer deals each player, including himself, two cards. The players' cards are face up, the dealer has one card up, one down. The object is to beat the dealer's hand by coming closer than he does to a hand value of 21, without going over. In Blackjack, Aces are worth either 1 or 11 points (at the player's discretion), face cards are worth ten points, and all other cards are worth their numeric value. To have the computer tabulate and display the worth of any card hand on the table, move your cursor over it. This applies to face up cards only.

Blackjack Hot Keys

	HELP
	READY
	STAND
	HIT
	SPLIT
	DOUBLE DOWN
	TOGGLE OBSERVE



IT'S YOUR CALL

In Blackjack, the player can only see the dealer's top card. The two most common options the player uses are **Hit** and **Stand**. To hit a hand means to take an additional card. Hit as many times as you like by pressing the gold **Hit** button at the bottom right side of the screen. If a hit puts your card total over 21, your cards and wager are taken away. If you hit and get exactly 21, the computer automatically moves on to the next player or the dealer finishes the hand.

Choosing to "stand" means keeping the cards you have. You may choose to stand immediately, or wait until after you have taken other actions on your hand. To stand, left-click on the gold **Stand** button. Other, more complex, hand options are detailed below.

SPLIT

The option to split only occurs when you are first deciding to hit or stand. To split a hand, the first two cards dealt must be of equal rank. When this happens, the **Split** button is gold. When it is not an option, the split button stays grayed out and unusable. If you choose to split, hit the button and the pair will be separated. Each card from the pair then functions as the first card in a new, separate hand. An additional bet equal to your first bet must be placed on the second hand, which the computer will do automatically when you decide to split. Both hands then play as normal hands, one at a time. If you split Aces, the rules change; only one additional card is dealt to each new hand and no other hits may be taken.

DOUBLE DOWN

The combined value of your two cards must be 11 or less to double down. The gold **Double Down** button is grayed out when your initial hand totals 12 or more. To double down on your hand, left-click on the **Double Down** button. The computer automatically doubles your wager and gives you one additional card. This card is dealt face down in a single deck game, face up in a multiple deck. When you double down, you forfeit the right to ask for additional hits -- one card is all you get to make a winning hand.

NATURAL BLACKJACKS

A "natural blackjack" occurs when your first two cards are an Ace and a face card or a 10, which puts the hand's value at 21. You win automatically, so the payoff is made before the dealer's hand is played out. While the normal payoff in Blackjack is 1-1, the natural blackjack pays 3-2.



INSURANCE

Just as a player gets a natural blackjack once in awhile, unfortunately, the dealer does too. If the dealer's face up card happens to be an Ace, fear of a dealer blackjack sets in. At this point the players are given the option to buy insurance. Insurance costs half the wager you currently have on your hand. If you take insurance and the dealer blackjacks, you lose your initial bet to the dealer's winning blackjack, but your insurance bet is paid 2-1, so overall you break even. However, if the dealer does not have a blackjack, you lose your insurance bet and then play out your hand as usual.

Whenever the dealer has an Ace showing, a box appears at the bottom right, screen asking if you want to buy insurance. Left-click on the appropriate **Yes** or **No** button. If you left-click on **Yes**, the computer automatically wagers the appropriate amount. If the dealer has a blackjack, his other card will be turned over, all wagers collected and insurance bets paid off. If the dealer does not blackjack, the game continues as normal and insurance bets are collected.

THE DEALER'S PLAY

Once the players exercise their options and play out their hands, the dealer plays out his hand, but without the same freedom the player has. The dealer must follow the same rules of play, no matter what cards the players are holding. The rules are simple, the dealer must take hits until he gets a 17 or higher, at which point he must stand. If the dealer has a "soft" 17, meaning one of his cards is an Ace that could function as either a 1 or 11, making the hand worth either 7 or 17, the dealer must take a hit.

DECK OPTIONS

In Las Vegas you find a device called a "shoe" on most tables. A shoe holds several decks of shuffled cards and the dealer deals one by one to himself and the players. Most tables in Vegas have a shoe at them, and the ones that don't are usually crowded with players. These tables are popular because the dealer is using only one or two decks of cards, which has some definite advantages.

The main advantage to single deck play is that you have a better idea of what you AREN'T going to get. You can be certain, once you have seen four Aces played, that the dealer is not going to get a Blackjack. Some players, however, consider the randomness of multiple decks an advantage. Those players may also appreciate the fact that the game is stopped less often for shuffling.



You may choose to play a single-deck game, or a game using 2, 4, or 6 decks. Use the **Blackjack** menu on the tool bar to change the number of decks. Select **Number of Decks**, then your preference on the menu that appears. The game starts in single-deck mode. If you select multiple decks, you can view deck information, by place the cursor on the “shoe” in the upper right section of the screen. A white box appears displaying the number of decks being used and the percentage of cards left in the shoe.

Aesthetics is something else you can change. Go to the tool bar and bring up the **Blackjack** menu and left-click on **Card Backs** to choose what style of cards you want to use.

FILL THE TABLE

Blackjack begins with your player profile name on one of the nameplates on the table. You may choose to play in more than one spot, as well as add computer players to the game. To do this, right-click on an empty nameplate and choose the **Play Here** option to play an additional hand or the **Add Computer Player** option to insert a computer player. In single player mode, you can play all available spaces simultaneously; however, your total bets on the table cannot exceed the table limit of \$5,000. Computer opponents are treated the same way as in other table games (see Computer Generated Opponents, page 12).

STRATEGY

On page 32, a graph outlines exactly when to “hit,” when to “stand,” when to “double down” and when to “split.” This graph has been compiled using research and statistics; the moves it recommends you make are the strategies that pay off more times than not. The chart refers to “soft” and “hard” hands. A soft hand means one card is an Ace, so it can be played as a 1 or 11, whichever you prefer. A hard hand means it contains no Ace or that the Ace must be used as 1. All the other terms in the chart should now be familiar to you.

Now, to be honest, I can’t stand charts. So, for those of you who hate charts as much as I do, I’ve outlined the logic for the chart at the end of the chapter.



BASICS

First, the very basics: always hit when you have 11 or below, always stand when you have 18 or more. The logic is, if you have a point total of 11 or less, and the highest card you can draw in Blackjack is valued at 10, then you have no chance of going over 21 if you take a hit. If you are holding 18 or more in your hand the risk of taking another card, as there are so few in the deck that won't cause you to go over 21.

The novice player almost always neglects the next basic rule of Blackjack; consider the dealer's up card when deciding your actions. The point of Blackjack is not to simply come close to 21 points, but to beat the dealer's hand. If you neglect to take his hand into consideration, you are overlooking a key component to winning the hand.

Because you only know one of the dealer's cards, you have to make some assumptions about the other. The safest assumption is that there is a 10 underneath. Out of 52 cards, 16 have a value of 10; that's almost a third of the deck. In general, play your hand as if the dealer's hand contains the up card and a 10. Using that assumption we can group the dealer's hands into strong, weak and fair hands.

STRONG DEALER HAND

Let's go over the strong dealer hands first. If the dealer has anything above a 6 showing, he's sitting on a strong hand. With the assumption that the bottom card is a 10, and remembering the rules of how the dealer must play, he could simply stand with a hand of 17 or more. When the dealer has this type of strong hand there are a couple things you do and don't want to do.

You don't want to double down. On the other hand, you do want to be liberal with taking hits. Let's say you've got a 16, a terrible hand to be stuck with. It is always risky to hit on a 16, because there are so few cards in the deck that won't make you bust, but if you are looking at a strong dealer hand it is actually riskier to stand. The final thing to remember with a strong dealer hand is to be cautious about splitting. Don't just split anything -- it means more money is at risk and you will have to create two great hands to beat the dealer's strong hand.



WEAK DEALER HAND

A weak dealer hand is one with an up card of 4, 5 or 6. No matter what card the dealer has underneath, he must take another hit. When a dealer has a bad hand, reverse all the advice you just read about the strong dealer hand.

Get all the money out there that you can. Double down when you can, and the same is true of splitting. With a few exceptions, all outlined in the chart, splitting is a move that lets you get more money out on the table once you know the odds are in your favor. Finally, don't take hits on tough hands. If you've got a bad hand and the dealer has a bad hand, why take a risk that you know he eventually has to take? Give him the opportunity to bust, stick with your hand.

FAIR DEALER HAND

The dealer can also have what we'll call a "fair hand." A fair hand is when his up card is a 2 or a 3. Although this isn't a great hand for the dealer to have; he will have to take at least one hit, but these hands often turn into something less than a bust for a dealer. Because of the uncertainty, be more cautious with doubling down and splitting, but at the same time, be cautious with hitting on bad hands. After all, we know that the dealer has to take that third card; if it is a bust card, let him take it instead of you.

TOTALLY UNFAIR DEALER HAND

There is one last type of hand that the dealer can have -- one I mentioned earlier. We'll call it the "downright dangerous" hand. This is when the dealer's up card is an Ace. When this hand shows up, so does the whole question of whether or not to take insurance. Professional gamblers all agree; insurance is a bad idea. To get a blackjack, the dealer must have a card valued at 10 underneath his top card. As previously stated, the risk is more than 3-1, yet the payoff is 2-1. The best thing to do when the dealer has an Ace showing is to avoid putting more money on the table. That means don't take insurance, don't double down, and most of the time, don't split.



COUNTING CARDS

Play according to the card chart or, at least, generally abide by the rules that govern the chart and you have a good chance of holding your own in Blackjack. If you are willing to go further and invest more time and thought into the game, you may find Blackjack to be the one game where you can chip away at the house advantage. The method that takes you there is card counting -- a no-no in casinos. They'll give you the boot for doing it. So *technically* you shouldn't do it, or learn how to do it, but most importantly, you shouldn't get caught doing it.

That's why it is going to take some time and thought, because card-counting in Vegas is a process that must take place only in your mind -- you can't bring along a pencil and a pad of paper. However, the Vegas Games 2000 dealers are strangely accommodating when it comes to counting cards. They let you write down anything you want, and they are patient as you run through the numbers in your head. Thus, Vegas Games 2000 is an excellent way to learn, practice, and refine the skill of card counting.

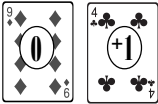
Here's how it works. Research shows that if certain cards are removed from the deck the outcome between dealer and player changes. If there are fewer low cards in the deck and more high cards, the player wins more often; conversely, when the deck contains many low cards and few high cards, the dealer has better odds. So by counting the types of cards already used in a deck, you gain an idea of the cards left in the deck. From there, you determine when things will generally go better for the dealer so you can bet low; when things are going your way, you can bet high.

To count, each card is assigned a number: either 0, +1, or -1. Cards that bode well for us are assigned a -1, cards that bode well for the dealer are assigned a +1, the more neutral cards are assigned 0. All the card values are spelled out below.

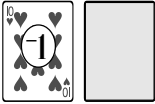
Card Rank	2	3	4	5	6	7	8	9	10	A
Count Value	+1	+1	+1	+1	0	0	0	0	-1	-1



Player Hand

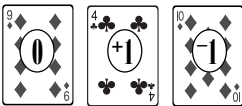


Dealer Hand

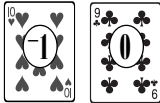


Total Count = 0

Player Hand



Dealer Hand



Total Count = -1

After the first round of play, there are fewer high value cards than average remaining in the deck. This is not advantageous to the player.

EXAMPLE

As each card appears on the table, note their value and keep a running count in your head as to where the deck stands. Let's say you are dealt a nine and a four, and the dealer has a 10 showing. The count goes like this: 0 (nine's value) + (+1) (four's value) + (-1) (ten's value) which equals 0. Let's then say you take a hit and your card is a ten, you bust, but you don't forget to keep that running total, your total was 0, now you add -1 to it (ten's value), and your count stands at -1. The dealer then turns over his next card, a nine. Your count stands at -1 (nine's value is a 0).

In a single deck game your count could reach up into the +6 or -6 zone. With a count of +6 your next hand would be played under very favorable conditions; many of your best cards are in the deck and few good dealer cards are left in the deck. Now is the time to put money on the line. However, if you had a -6 status, you would only want to be playing the table minimum. Professional gamblers give these suggested wagers when it comes to different card counts: -1 or below make a minimum wager, with a 0 count bet one unit, with +1 bet two units, +3 bet four units, +4 or above bet five units.

Note that this is only a very brief overview of card counting. There are entire books on the subject because many gamblers believe it is *the* best way to beat the casinos. Vegas Games 2000 is an excellent way to try it out. If you have a talent for the count you might want to research more advanced card counting methods and take them to the big city.

Total Card Count	-1 or below	0	+1	+3	+4
Wager	Minimum	1	2	3	5



BLACKJACK BASIC STRATEGY CARD

Dealer's Upcard											
Player's Hand	2	3	4	5	6	7	8	9	10	A	
A-A	SP	SP	SP	SP	SP	SP	SP	SP	SP	SP	
10-10											
9-9	SP	SP	SP	SP	SP		SP	SP			
8-8	SP	SP	SP	SP	SP	SP	SP	SP	SP	SP	
7-7	SP	SP	SP	SP	SP	SP					
6-6		SP	SP	SP	SP						
5-5	DD	DD	DD	DD	DD	DD	DD	DD			
4-4											
3-3			SP	SP	SP	SP					
2-2			SP	SP	SP	SP					
soft 19-21											
soft 18		DD	DD	DD	DD						
soft 17		DD	DD	DD	DD						
soft 16			DD	DD	DD						
soft 15			DD	DD	DD						
soft 14				DD	DD						
soft 13					DD						
hard 17-21											
hard 16											
hard 15											
hard 14											
hard 13											
hard 12											
11	DD	DD	DD	DD	DD	DD	DD	DD	DD		
10	DD	DD	DD	DD	DD	DD	DD	DD			
9		DD	DD	DD	DD						
8											
7											
6											
5											

Key

Hit

Stand

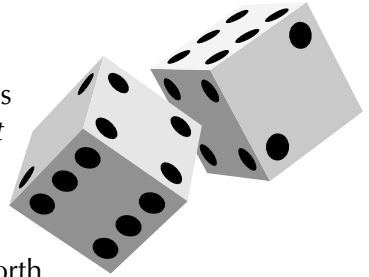
DDDouble Down

SPSplit



CRAPS

My father is a numbers man, so it follows that his favorite game is Craps. Not because this game is *about* numbers, but because the numbers are *with* this game. There are bets in this game that pay “true odds,” a phrase golden to any gambler with a mind for math. True odds means that you are paid off exactly what the risk is worth.



If you bet on something that comes out one time out of three, then when you win, you are paid 3-1. I know what you’re thinking -- it sounds good, but it sounds complicated. Honestly, some aspects of Craps are complicated, but others are just as simple as betting red or black on the Roulette wheel. This section covers all aspects of Craps and tries to make the complicated simple. Also, I’ll show you where to put your money for the best return in this golden numbers game.

HOW TO PLAY

There are a few things to get familiar with at the Craps table before we start placing our bets. In Craps, everything depends on the roll of the dice, so let’s learn how to roll them. There is a box labeled **Ready** with an arrow pointing to it that reads “Roller.” Press this box once and a pair of red dice will begin to rotate on the left side of the screen, the equivalent of “shaking” the dice at the casino. Hit the same button, which now reads **Roll**, to release the dice.

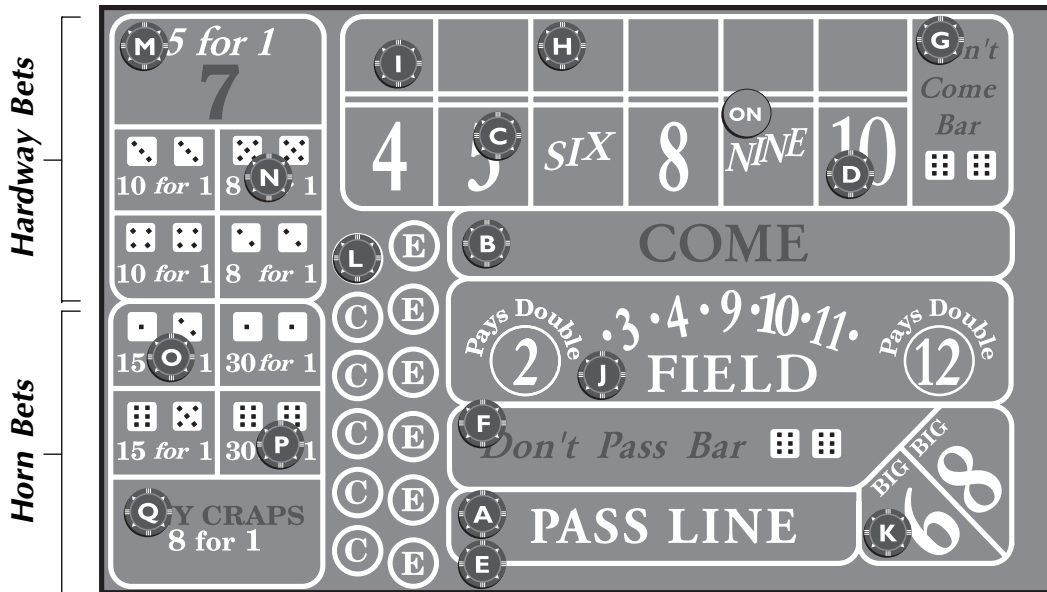
You can play with computer players by right-clicking on the empty player nameplates on the right side. The roll rotates between you and the other players. Whenever a roller fails to make their “point” (a term you will soon become familiar with), there is a new roller. The arrow that reads “Roller” moves from player to player. When it is your turn to roll, the arrow points toward the **Ready** box. When it is someone else’s turn, place your bet(s) then hit **Ready**. The assigned roller will take over.

Craps Hot Keys

	HELP
 	TOGGLE OBSERVE



What do the dice mean to you? Well that depends where your chips are on the table. The main areas of the table are the Pass Line at the bottom of your screen, the Don't Pass Bar immediately above it, and the numbered point boxes that make up the top of your screen. Also the Horn Bet/Hardway area is on the left side of your screen and the Field is right above the Don't Pass Line. One roll of the dice means different things depends on where wagers are placed.



COME BETS

The first time you roll the dice it is called your come-out roll. Bet a "Come Bet" on your come-out roll by placing your wager where sample bet 'A' sits on the table (on the Pass Line). A "Pass Line Bet" wins one of two ways: first, it automatically wins if a 7 or 11 is rolled on the come-out roll; second, the Pass Line wins if the player makes their "point." A point is established if the come-out roll is a 4, 5, 6, 8, 9 or 10. The appropriate point (whatever the number of the come-out roll was) will be marked in the number boxes at the top of your screen with the white "ON" marker. If that point is rolled again before you roll a 7, the Pass Line Bet wins. Whether you win by an automatic 7 or 11, or through the long journey of establishing and making a point, Pass Line Bets pay even odds.



Once a point is rolled, the Pass Line Bets cannot be removed. If, on the next roll, the player rolls another number besides the point, the Pass Line Bets stay in place -- it does not win or lose, it simply stays on the line until the point is made and the wager pays off, or a 7 is rolled and the wager loses. A Pass Line Bet also loses on the come-out roll if a 2, 3, or 12 is rolled. Getting one of those numbers is also called "getting craps," or "crapping out."

On the example chart, the white point marker indicates that the point is 9, so bet 'A' only pays if a 9 is rolled before a 7 is rolled. Before we roll again, trying to get that 9, there are a few more bets to consider. The first is called "odds." An odds bet is a bet placed behind your bet on the Pass Line, it is the bet labeled 'E' in the example. Different casinos allow different amounts of odds bets, anywhere from two times to 100 times.

Vegas Games 2000 allows ten times odds, which means you can bet up to ten times your original Pass Line Bet. When you place an odds bet, you add a wager on your point, in this case, 9. But instead of getting paid even-money as you do on the front-line, you get paid "true odds" on your odds bet. True odds means you are paid off what your risk is worth. If your point only comes out one time out of three, you are paid \$2 on a \$1 bet, taking away all casino advantage. Here is the breakdown of odds payments: if your point is a 4 or a 10 and you make it, an odds bet will pay you 2-1. If your point is a 5 or a 9, the payoff is 3-2. If your point is a 6 or 8, your payoff is 6-5.

You don't have to take odds on your bet, but you can do so at anytime after the point is established. You can also remove an odds bet at anytime, until a 7 is rolled.

You may notice that some bets will be adjusted for optimum payoff values. For example: if the point is 9, and you place a \$5 odds bet on the Pass Line, it will be adjusted to \$6 because your return, if you win, is based on 3-2 odds. You can force the lower value, but then your winnings would be rounded down depending on the payoff for those odds.

EXAMPLE

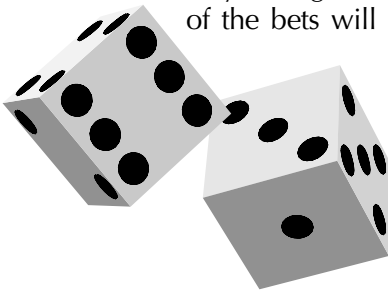
Now let's do a test run. You throw the dice with a \$2 bet on the line. A 10 comes up. You take maximum odds by placing \$20 in chips behind your \$2 bet. You roll again, a 4 comes up, which means nothing good or bad happens to your bet. You roll again, a 3 comes up, again nothing good or bad happens to your bet -- the only time a 2 or 3 can hurt you is on that first come-out roll. You roll again, a 10 comes up, and you've made your point. The dealer puts \$2 next to your front-line \$2 bet, and next to your \$20 bet he puts an additional \$40 because a 4 or a 10 pays 2-1.



OTHER COME BETS

Now that you've mastered a Pass Line wager, it shouldn't be too difficult to learn the next wager, especially since it is the same type of bet. Look at bet 'B' on the Craps table (page 34). It is placed in the Come box, under the place where the points are lined up. If you try to place a bet there on the come-out roll, the computer signals that this is disallowed by beeping at you. Likewise, the computer disallows a bet on the Pass Line after the point has been made.

The Come box is where fresh Come Bets should be placed after the come-out roll. Making a bet here is just like making a Pass Line Bet, only bets don't stay in that box after a point is made. Instead, the dealer moves the bet up to the point's number on the table. In the example bet, a 5 was rolled, so bet 'C' was positioned in that box. Just like a front-line bet, you may take odds on your bet by left-clicking your cursor on top of the bet, once it is on one of the points. On the computer screen, if you place odds you only see your odds bet totaled, not the bet lying under the odds. To see a better view of bet and odds, put your cursor over the point box and hold your right mouse button down for a few seconds; a close-up shot of the bets will appear.



One more thing should be noted about this type of bet. Look at the table image again, let's say that the Pass Line Bet 'A' is yours, as well as bet 'C,' which is sitting on 5. You roll a 9, making 'A' a front-line winner.

What happens to 'C'? The answer is nothing -- it just sits there, waiting for the next roll. But on the next roll, the rules change a little. The white "On" marker is moved to the side and turned over to the black side. Sometimes in Vegas, the point marker will read "Off" on the black side, meaning that all odds are off. They don't count on the come-out roll for the front-line. If a 7 appears on the come-out roll, you lose the regular bet that was sitting on 5, but your odds are returned to you. If 5 comes in, you are paid 1-1 for your regular bet, but you won't be paid the normal 3-2 that you would get for the odds; the odds bet is returned to you untouched.

There is one final bet to talk about in the Come family called a “Place Bet.” Place Bets can be made on the 4, 5, 6, 8, 9, or 10. You are betting that one particular number will be rolled before a 7; wagers should be placed on that number. On the chart, bet 'D' is a Place Bet on 10. Place Bets on 4 and 10 pay 9-5, Place Bets on 5 or 9 pay 7-5, and Place Bets on 6 or 8 pay 7-6. You may wager and remove Place Bets at any time during the game.

DON'T COME BETS

People who bet on the “Don’t Pass Bar” box and in the “Don’t Come Bar” box are often called “wrong way bettors.” They are hoping for everything that the “Come” bettors are dreading. The Don’t Pass Bar is called the “back-line,” and bets placed there work similarly to bets placed on the Pass Line. Example bet 'F' is placed on the back-line. On the come-out roll, bet 'F' wins if a 2 or 3 shows up on the dice. If a 12 is rolled, it is considered a tie, and a roll of 7 or 11 counts as a loss. If any other number comes up, a point is established. If a 7 comes up before that point shows up again, the wrong way bettor wins. If the bettor feels that the 7 is unlikely to be rolled, the Don’t Pass Bet can be reclaimed after the point has been established.

Where the Come bettor can take odds, the Don’t Come bettor calls it “giving” odds, and he puts them behind their original bet, just as the Come bettor does. The big difference is the payoff. If the wrong way bettor gives odds that a 7 will come in before a point of 4 or 10, he is paid \$1 for every \$2 he bets. If the point is a 5 or 9 he is paid 2-3, and if the point is a 6 or 8, their payoff is 5-6.

After the shooter has established a point, new Don’t Come Bets must be placed in the Don’t Come Bar box marked with a 'G' in the chart. Once these bets establish a point they are placed in their appropriate point box above the double line, in example bet 'H' the point is 6. These types of bets are the inverse of come bets described earlier, all the same nuances apply.



Finally, the Don't Come equivalent to a Place Bet is a "Lay Bet." The sample bet 'I' is a Lay Bet. Because it is sitting on 4, we are betting that a 7 will be rolled before a 4. Lay Bets can be placed or removed at any time during play. Lay Bets pay true odds, except for a 5% commission paid to the casino. But, remember, the odds of a 7 coming up are higher than the odds of any other number coming up, and you bet that the 7 will appear. Thus, your payoff is always smaller than the amount you wagered.

ONE ROLL BETS

Many bets on the Craps table have nothing to do with the game you just learned to play. These bets usually depend on one roll of the dice, sometimes more. The casino edge is greater than betting in the two manners previously described, but they are fun bets to take.

FIELD BETS

Put your wager in the box in the middle of the screen marked "Field," right where bet 'J' is sitting. This is a one-roll bet. If 3, 4, 9, 10, or 11 comes up on the dice, you are paid even odds; if 2 or 12 is rolled, you are paid 2-1.

BIG 6 AND 8

Bet 'K' says that a 6 will come up before a 7 does. If the 6 comes up we are paid 1-1. A bet on the Big "8" would be wagering on an 8 being rolled before a 7. If you plan to put \$6 on either Big "6" or "8," you would be better off making a Place Bet, in which case the payoff is 7-6, not 1-1.

HARDWAY BETS

On the left side of the Craps table you will see the 'N' bet; the square it's in and the three adjacent squares are the "Hardway Bets." To win a Hardway Bet your number not only has to be rolled before a 7, but it has to be rolled a certain way, the "Hardway." The bet is on the hard 10, which means that two 5's have to come up; a hard 4 means two 2's, a hard 6 means two 3's, and a hard 8 means two 4's. These bets will stay up until either a 7 is rolled or a "softway" version of that number is rolled (in the 'N' bet that would mean a roll of a 6 and a 4).



HORN BETS

These bets are one-roll bets that have big payoffs because they seldom come in. The different dice combinations drawn on the table spell out the bet you are making and tell you what the bet pays. In the example bets, we are wagering with 'O' that a 3 will be thrown, with 'P' that a 12 will come up, and 'Q' that any craps will turn up (2, 3 or 12). The Big "7," is also considered a Horn Bet; it sits on the top of the box where the 'M' bet is placed; it pays 4-1 if a 7 is rolled.

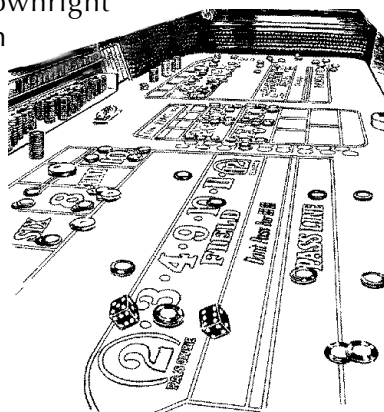
C & E

The two strings of circles that read "C" and "E" on the table are where you place these one-roll bets. If you are on a "C" circle, you will be paid 8-1 if a 2 or 3 is rolled. If you are on an "E" circle, you will be paid 15-1 for an 11. The 'L' bet is placed on the "C" circle; any craps are paid 8-1.

STRATEGY

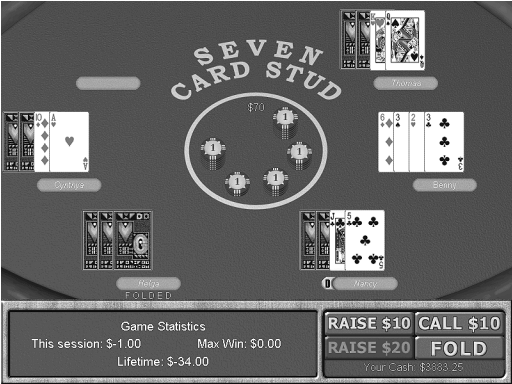
Think of this outline as a guide of the best to worst bets. Start out with Pass Line Bets and take all the odds you can. If you don't play that way, be a wrong way bettor, because actually the hardest way to win at Craps is to take Hardway and Horn Bets. The Field isn't a great bet; it gives the house a 5.5% edge.

Hardway Bets are bad bets; they give the house a 9% - 11% advantage. If Hardway Bets are bad, Horn Bets are downright terrible; some of them give the house an advantage of as much as 16%. Your best bets are on the odds; once you make a point make sure you back up your bet with as many odds as you feel you can.



POKER

Even the novice gambler usually knows something about poker. Maybe you’ve never seen a Craps table before, nor heard the sweet sound of the roulette ball skipping into the slot with your lucky number on it, but you can’t claim to be a total novice to gaming, because you’ve gotta know some poker. The games you played among friends are not so different from the games played behind casino doors. This section goes over the basics of the five Poker variations you can choose from in Vegas Games 2000.



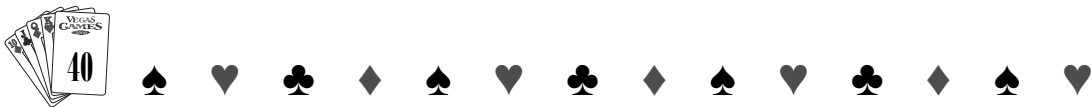
HOW TO PLAY

No matter what Poker game you are playing, the rank of hands, strongest to weakest is: Royal Flush, Straight Flush, Four of a Kind, Full House, Flush, Straight, Three of a Kind, Two Pair, Pair and High Card (see *The Poker Chart*, page 44).

Poker Hot Keys

	HELP
	ANTE
	PASS
	FOLD
	CALL
	READY, CLEAR, OR DRAW
	RAISE/BET LOW
	RAISE/BET HIGH
	TOGGLE OBSERVE
	TOGGLE CARDS TO REPLACE

To begin, left-click the **Poker** icon on the Game Selection Screen. Once you are in the Poker room, move your cursor to the top of the screen so your tool bar appears. Left-click on the **Poker** pull down menu to see five game choices and the **Stakes** option. When you highlight **Stakes**, another menu will appear, allowing you to control how much you bet. If you choose \$3-\$6 wagers, you start your betting at \$3 and can raise the bets by \$3 or \$6 increments. Likewise, choosing \$5-\$10 starts the wager at \$5 and bets can be raised by \$5 or \$10 increments; etc. After choosing your stakes, choose the desired game variation by highlighting, then left-clicking on it from the same pull-down menu. The only time you may choose a Poker variation and Stakes is when you first enter Poker or immediately after an ante is placed. You may not change stakes or variation mid-game.



You can play Poker against other living, breathing players. However, if you are not on a network, you will play against one or more computer-generated players (see page 12). The players' spaces are marked at the table with a nameplate. The player who is designated the "dealer" of the game has a "D" next to their nameplate. The duty of dealer rotates clockwise after every hand. If you are playing in multi-player mode, it is the dealer who gets to choose which variation of Poker the table will play, and he may change variations anytime after the Poker table is cleared and before any antes are made.

Each game, with the exception of Texas Hold 'Em, begins with the players anteing up. To do this, left-click on **Ante**. No matter what stake variation you have chosen, the opening ante is always \$1. The antes are placed in the center circle on the screen, so you can see the total value of the pot at any time. After each player antes, the computer will deal; the amount and method of card distribution varies according to the game.

No matter what game, players have five main options. The main options are **Fold**, **Bet**, **Pass**, **Call** or **Raise**. At different times during play, some options cannot be used and will be grayed out. The **Fold** option is always available to the player; if you choose to "Fold," the play on your hand stops and you lose your ante and all bets you made. You must wait for the other players to conclude the game before you can play again.

You can choose to **Pass**, putting no money in the pot, and remain in the game. The "Pass" option is only allowed when you are the first person to play, or if the players before you passed as well. At this time, the **Bet** option is still allowed; if you select **Bet**, you open (begin) the betting. To match someone else's wager, left-click on the **Call** button.

If you increase the bet, players have to match or raise your bet again to stay in the game. Likewise, if another player raises the bet, you must match or raise it to continue playing. Bets may be raised in different increments according to the stakes being played. To raise a bet, left-click the **Raise** button that has the amount you wish to raise the betting. In one round of betting, you may be called on several times to add money to the pot because the betting keeps being raised by other players.

Card distribution and betting rounds vary and are detailed under the specific game headings below. However, all games end in the same manner; once a hand has concluded, the pot is placed next to the winning hand and "Winner" appears under the appropriate nameplate. Under every player's nameplate, the rank of their hand will appear (i.e. Full House, Two Pair). After this the **Clear** button appears; left-click it to clear the cards and winnings and begin a new game. At this point you may either ante up for a new hand, or choose another Poker variation from the tool bar.



SEVEN CARD STUD

In Seven Card Stud, players are dealt a total of seven cards, from which they must build a strong five-card hand. To start, everyone is dealt three cards, two face down and one up. You can view all of your cards and the cards dealt face up to the other players. Then, a round of betting ensues; the player with the lowest card showing starts the betting. All players may bet, call, raise, fold, or, if the betting hasn't begun, pass. Then another card is dealt, face up, to each player who stays in the game. You can now see two cards of your opponents' hands. Another betting round ensues. This time, and all subsequent times, the betting starts with the person who has the best hand showing. A total of four cards are dealt face up, each followed by a round of betting. Finally, the seventh card is dealt face down and the final betting round is made. The player with the strongest five-card hand wins.

FIVE CARD STUD

In this game, there is no cushion to your hand. You must make a strong five-card hand out of the five cards dealt. After the antes are made, two cards are given to each player, one card face down, one up, and a round of betting ensues, started by the person with the lowest card showing. A third card is then dealt, face up, to each player still in the game, and another round of bets is made. This time and hereafter the betting starts with the player who has the best hand showing. A fourth card is distributed, also dealt "up." You can now see what four of the cards in your final hand will be, as well as three of your opponents' four cards, and everyone bets again. After the fifth card is dealt face up, a final round of betting ensues before the hands are tallied and the winnings awarded.

FIVE CARD DRAW

There are fewer betting rounds in this game, so the wagers and winnings tend to be smaller. After antes are placed, five cards are distributed to each player, but the only hand you can see is your own. One round of betting is then held, after which you must choose which of the five cards you want to keep and which to discard. Left-click on the cards you wish to discard and they will be shifted up from those you wish to keep. After you have left-clicked on all cards you wish to discard, left-click on the **Draw** button in the middle of the screen. Your hand is replenished with new cards from the top of the dealer's deck. Another betting round takes place and then the winnings are awarded. Remember, in this game you never see what another player is holding. The only thing you see is how many cards they choose to discard and how many they keep.



TEXAS HOLD-‘EM

This game is currently the most popular poker variation played in Las Vegas. In this game the players receive two individual cards, but also share cards dealt into a box at the top of the screen. You hope that the two cards you have individually supplement the two shared cards better than your opponents' do. The game begins differently than the other Poker variations, because there is no ante. Instead, you must left-click the **Ready** box, at which point two cards will be dealt face down to all players (you can only see your own two cards).

Bets are automatically placed by two of the players -- sometimes that player will be you. These are forced bets, placed by designated players, called the "Little Blind" and "Big Blind." After every hand these designated positions rotate as the dealer rotates, so everyone at the table gets an equal turn at being the Little or Big Blind. If you are designated as the "Little Blind," this means you are the first player and forced to make the minimum table bet. To the left of Little Blind is "Big Blind." The Big Blind must raise the Little Blind's bet in each game. If the minimum bet is \$3, the Little Blind must bet \$3, and the Big Blind must raise the bet to \$6. The first betting round then proceeds normally with the other players deciding whether to call, raise or fold. Three shared cards are then dealt and another betting round follows, after which another shared card appears at the top of the screen. Betting begins again and the final shared card is dealt, followed by final round of betting. The player with the strongest five-card hand out of their two individual cards and the shared five cards wins the pot. The only time a player is forced to be Big or Little Blind is at the beginning of a hand.

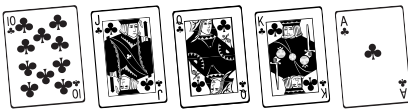
JACKS OR BETTER

This game is different from the other games because one player must have a decent hand in order for the round to be played. To begin, each player is dealt five cards, all down. If you do not have a pair of Jacks or better within the first five cards you are dealt, you must left-click the **Pass** button. If everyone at the table is forced to pass, a new set of antes is added to the pot and new cards are distributed, beginning a new game. When one player finally receives a pair of Jacks or better, the betting begins. At this point everyone can play their hand; you do not have to have Jacks or better to stay in the game, just to open. After the first round of betting the **Draw** box appears on the screen. As in Five Card Draw, left-click on the cards you do not wish to hold, left-click **Ready** and they will be discarded for new ones. Another betting round then begins, after which all cards are turned over, and the winner is decided.



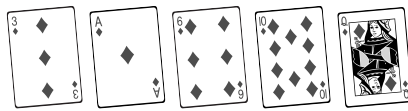
THE POKER CHART

ROYAL FLUSH



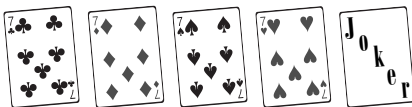
10, J, Q, K, and A all of the same suit.

FLUSH



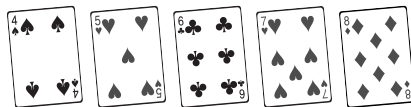
Any five cards of the same suit.

FIVE OF A KIND (JOKER'S WILD ONLY)



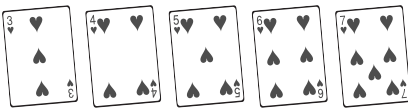
Four cards of the same rank and the Joker.

STRAIGHT



Five cards in numerical sequence. Ace can be used as either the highest or lowest card.

STRAIGHT FLUSH



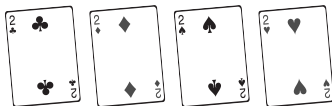
Five cards of the same suit in numerical sequence.

THREE OF A KIND



Three cards of the same rank.

FOUR OF A KIND



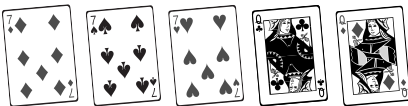
Four cards of the same rank.

TWO PAIR



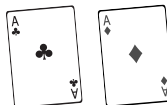
Two cards of one rank and two cards of another rank.

FULL HOUSE



Three of a kind and a pair.

A PAIR



Two cards of one rank.

HIGH CARD: In the absence of any of the above combinations, the highest card in your hand becomes the rank of your hand. Example -- Ace High.

VIDEO KENO

Welcome to modern Keno. It's a fast paced world; who has time to wait between games for cards to be collected and paid off across the casino? Who has the patience for numbers to slowly be lit up on electronic boards as numbered balls are being pulled out of a machine elsewhere in the casino? In Video Keno, numbers light up one by one, but in rapid-fire mode. You can start a new game as quickly as you like, by dropping a coin or two into the Coin Drop. Coins are another reason some prefer Video Keno to regular Keno. Regular Keno usually requires a \$1 bet, while Video Keno can cost as little as 25¢.



HOW TO PLAY

To begin play, choose anywhere from 1 to 15 numbers on the screen by left-clicking on them. The chosen numbers light up in green. To deselect a number you have highlighted, left-click on it again. To clear all numbers selected and start a fresh card, left-click **Clear**. The left side of the screen has the list of payoffs.

Payoffs change according to how many numbers you select -- the more numbers you pick, the more numbers might match the winning ones. Payoffs are not listed in dollar amounts, but in relation to the amount of your wager. If you choose one number, the payoff is listed as "2x," which means you are paid double your wager.

Video Keno Keys

	HELP
+	CHANGE COIN DENOMINATION
	BET MAX
	BET ONE
	CLEAR
	CASH OUT
	PLAY



After picking your numbers, left-click on the denomination you wish to wager: 25¢, \$1, \$5 or \$10 coins. Once you have chosen a denomination, left-click the **Bet One** button, or the Coin Drop. Or, if you wish to bet eight coins, the maximum amount, left-click **Bet Max**, which automatically starts the game, otherwise you must left-click the **Play** button. Once this is done, the computer will light up 20 random numbers in red, one by one. If enough computer-generated numbers match the numbers you chose, the appropriate winnings will be tabulated and appear in the red “Credits” box on the top right side of your screen. Also, if you play 12 or more numbers you will get credit for ending up with *no* matching numbers.

STRATEGY

The odds for Video Keno are similar to regular Keno, and those odds, again, are not good. The only strategy I can offer, short of heading directly to that empty Baccarat table across the casino, is to vary the *amount* of numbers you are playing. If you are playing with three numbers and losing, why not try picking 12 numbers to see if you *still* don’t get any matches.



BACCARAT

Baccarat is a game with a reputation -- a reputation that varies depending on the source. Gambling experts know it is the game with the smallest house advantage and best player odds in the casino. Casino operators know it as one of the least popular games available, despite the great odds. Some players think it is a complicated card game with a host of difficult rules to remember. Other players think it's a game that is as simple as betting on heads or tails. To some degree, all of these assertions are correct.



HOW TO PLAY

There are two things you need to decide in Baccarat. First, how much you are going to bet, and second, in which of the three places you are going to place that bet. The dealer takes it from there, but first let's talk about the player's part in the game.

Decide your wager first, as explained in *Quick Bets* (page 23). Then, decide who or what you are going to bet on. Do you think the player's hand will win, do you think the dealer, or "Bank's," hand will win, or will the game end in a tie? Left-click either the Bank side of the table or the player side of the table or on the box labeled "Tie" to place your bet. Then, left-click **Ready** for the dealer to begin his complicated role in the game.

The dealer must deal and play both the Bank and player hand according to strict rules. You can see the rules outlined if you left-click on the brown box labeled **Baccarat Rules**. Basically the rules are as follows: two cards are dealt to the player and the dealer, an Ace is worth 1, a 10 or face card is worth 0, and all other cards are worth their numeric value. The value of the two cards is totaled. If the sum is greater than 10, the first number is dropped. For example, if you had a point total of 14, the cards would actually be worth 4 points. The hand with a point total closest to 9 wins.

Baccarat Hot Keys

	HELP
	READY
	TOGGLE OBSERVE



It doesn't end with just the first two cards dealt; sometimes the dealer or player must draw another card. If the player has a point total of 0, 2, 3, 4, 5 or 10 he must draw a card. If he has a 6 or 7 he must stand. If he has an 8 or a 9, this is called a natural, and if the dealer does not have an 8 or a 9, the game is over and the player wins automatically.

After the player's hand is played out, the dealer begins play. If the dealer's first cards total less than 3, he always draws a card. If they total 3, the dealer will stand if the third card the player drew was an 8; otherwise, he will draw. If the dealer's hand totals 4 he will draw if the player's third card was a 2, 3, 4, 5, 6 or 7, stand if it was a 1, 8, 9, or 10. If the dealer's hand totals 5 he will draw if the third player card was 4, 5, 6, or 7, stand if it was 1, 2, 3, 8, 9, or 10. If the dealer's hand totals six he will draw if his third card was a 6 or 7, stand on a 1, 2, 3, 4, 5, 8, 9, or 10. Finally, the dealer always stands on a 7, 8 or 9. Now aren't you glad the dealer is in control of this part? Don't let the mess of rules scare you away from Baccarat, remember that this aspect is all in the dealer's capable hands.

STRATEGY

In Baccarat, the Bank's hand has a slight advantage over the player's hand because the dealer plays out his hand last. This small edge is chipped away by something called a "Commission." If you win while betting on the Bank's side, you will notice that some of your winnings drift up to the top left side of your screen into a box labeled "Commission." In Baccarat, 5% of all bets on the Bank go back to the casino. However, no commission is charged to wins on the player's hand, which wins 49.3% of the time.

The question, when betting, is whether or not you want the slightly advantageous hand of the banker (it wins 50.7% of the time), or if you want to avoid paying that commission and take a bet that is less likely to win by a very small margin.

When all is said and done, no matter which of the two bets you make, you are making one of the best bets in the entire casino. The casino edge is wonderfully low in this game (just slightly over 1%); in fact, there is really only one bad move you can make in Baccarat, and that move is betting on the "Tie." Ties pay 8-1, but the odds of any hand resulting in a tie are actually 10-1. This means the casino payback is only 81.5% of what the odds are. If you keep your bets somewhere in the center of the table and out of the "Tie" box, then you can't go wrong in Baccarat.



ROULETTE

“All of it on red.” I’ve always wanted to walk into a casino, head straight for the roulette table, pull out a week’s worth of cash, and say that. Roulette is a popular game among risk takers and conservative gamblers alike because there are many different bets, with varying levels of risk. Bet your lucky numbers and hope for a huge return all at once, or bet on a color or a row of numbers and see winnings more frequently, but in smaller amounts.



HOW TO PLAY

Thirty-eight numbered slots line the circumference of the American Roulette Wheel; numbers 1-36 are alternately painted red and black, with two slots numbered 0 and 00 painted green. All the numbers on the Roulette wheel match spaces on the Roulette table, where bets are placed. Numbers 1-36 are lined up in three rows, with 0 and 00 perched above them with boxes around the edges denoting different types of Roulette bets. A white ball is rolled around the Roulette wheel’s edge, with the wheel spinning the opposite direction of the ball. The numbered slot that the ball skitters into determines the winners and losers of the game.

In live-play the dealer often allows betting while the wheel is spinning, but in Vegas Games 2000 bets must be placed before the wheel is spun. To place bets, choose your chip denomination (see *Quick Bets*, page 23). Then, place the cursor over the number(s) or outside bet(s) you wish to make (read on for a description of all available bets). In the game, when you move the cursor over the table, different numbers and combinations of numbers become high-lighted in yellow. Up to six numbers at a time can be highlighted at once by moving across the long side of the table. Left-click to place a bet on all

Roulette Hot Keys

	HELP
	READY
	TOGGLE OBSERVE/JOIN
	PLACE LAST BET
	CLEAN ALL BETS



highlighted numbers. Right-clicking removes bets -- in increments of your Quick Bet amount -- from the table. Bet on as many different numbers and/or outside bets as you wish.

Your bets are always placed with red chips in single player mode, because red chips are assigned to the first person up to the table. If you wish to play with other computer players, right-click on the colored bars at the top of your screen (see page 12). The color of the player's bar corresponds to the color of their betting chips. You may place chips on top of other players' chips, and they may place chips on of yours. All bets are recorded normally.

Place your bets, left-click **Ready**, and the wheel spins. Three places on the screen indicate the winning number. It is highlighted in yellow on the Roulette table and on the top of the lit sign on top right of the screen. Also, you can see where the ball fell on the slotted wheel. Once the wheel is spun again, that number is moved down on the board, showing that it was the previous winning number. The board always shows the last ten winning numbers with the current winner at the top, separated by a line.

OUTSIDE BETS

Look at the *Roulette Chart* on page 54, and think of the numbered squares (including the 0 and 00 at the top) as the main course, and the boxes to the left and below as appetizers. Those boxed appetizers are called "outside bets." They won't fill you -- or your bank roll -- like the main course, but there's a place for them, nonetheless. When your appetite for gambling isn't huge, it's good to stick to the outside bets. Below are the descriptions and payoffs on various outside bets. Example of each type of bet are on the *Roulette Chart*.

DOZEN BETS

The Dozen Bets are the boxes found closest to the numbers table on the left side. They are labeled 1st 12, 2nd 12, and 3rd 12. In the example bet marked 'A,' we are betting that a number from 1-12 will come up; the 2nd 12 is a bet on 13-24; the 3rd 12 is a bet on 25-36. Dozen Bets pay 2-1.

RED, BLACK

'C' bets that the ball is going to fall on a red space. If it does, it pays even-money. If it comes up on black, or that dreaded green, it loses.



EVEN, ODD

This is a bet on whether the winning number will be odd or even. The 'B' bet would pay even-money (1-1) if an even number came up. Now think back to Math 101, is 0 an odd or even number? Answer: it isn't a number. Neither is 00 in this case. If either of those "non-number" numbers come up, neither the even nor the odd bet gets paid off. In fact, all outside bets are swept away by the dealer. Those two green non-numbers are the house advantage in this game.

1-18 AND 19-36

This bet is sometimes called a "High-Low Bet." If one of the high numbers on the Roulette wheel (19-36) comes in, the 'D' bet will win. If a lower number (1-18) shows up on the wheel, it loses. These bets pay even-money.

COLUMNS

On the bottom of the *Roulette Chart*, we find three squares that read 2-1, which is what they pay. What they cover is the column of 12 numbers that sit above them. The 'E' bet covers the first column of numbers, so it will win if 1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31 or 34 comes up. Again, all outside bets lose if the ball lands on 0 or 00.

INSIDE OR NUMBERS BETS

And now, on to the main course: the numbers table. There are so many choices; it's your own fault if your appetite for gambling isn't satisfied and many of the payoffs are so substantial that you could end up satiated after one spin. Though there are only 38 numbers to play, there are several ways to bet on them. The bet variations and payoffs are described below. Again, look to the *Roulette Chart* on page 54 to find sample bets.

THE STRAIGHT-UP BET

This is a bet that one particular number will come up on the next spin. Place a Straight Up Bet by placing your cursor in the middle of a numbered square. In this case, 'G' bet is centered on the 14. If 14 comes up, the payoff is 35-1.

THE SPLIT BET

A Split Bet is placed on a line between two numbers. If either number comes up the payoff is 17-1. In the *Roulette Chart*, 'F' is a Split Bet on 7 and 8. You could also place a bet on the line between 4 and 7 or 0 and 00.



THE STREET BET

This bet is on any row of three numbers and the payoff is 11-1. Example 'K,' on the lower right side of the *Roulette Chart*, is a Street Bet covering 28, 29, 30.

THE SQUARE BET

The Square Bet covers four adjacent numbers and the wager is placed where the corners of the desired numbers meet, so this bet is sometimes called a "corner bet." The example 'H' bet is a wager on 19, 20, 22, and 23. If the ball lands on any of those numbers, it pays 8-1.

THE LINE BET

A wager that covers two consecutive rows of numbers, or six numbers all together, is called a "Line Bet." Place this bet on the line that runs between two rows of numbers on the right side of the *Roulette Chart*. 'J' is a Line Bet on the 10, 11, 12 row and the 13, 14, and 15 row. If the ball falls into any of those numbered slots, the payoff is 5-1.

THE HOUSE SPECIAL

This is also called the "Five-Number Bet," but "House Special" is a more appropriate name because the bet heavily favors the house, and pays the worst odds that you can have in Roulette. This poor-odds bet can only be placed in one spot on the table, which is where the example 'I' bet has been placed. The bet is placed on the line between the 00 and the 3. If the ball lands on any of those five numbers, the wager will pay off 6-1.



STRATEGY

The main Roulette strategy comes into play when all things aren't equal; namely, when the wheel is slightly off kilter and the ball is more likely to fall into certain slots. Because this is a computerized game, you are unlikely to encounter this advantage. In Vegas Games 2000, as in the big city, there are usually numbered boards at casinos telling you what numbers the ball most recently fell into. If one area of numbers comes up more frequently than others, you might be onto something. Also note that the numbers aren't lined up consecutively on the wheel, so the area the number falls into won't be the 5-6-7 area, but perhaps the 14-35-23 area.



Another gaming strategy that you might want to try on Roulette is the good old "double-up" strategy. With this type of play, you start out with a low bet, say \$1, on one of the even-money, "outside bets." You can actually use this strategy on any type of Roulette bet, but you will soon see why it is more logical on an even-money bet. Let's say we are betting on red. We bet \$1, and if it wins, fine, we take the \$1 winnings and leave the original bet on the table. But if it loses, double-up the original bet to \$2. Then, with \$2 out there, if we win this time we not only win last round's loss back, but we win another dollar.

The thing about the double-up is, if you hit a losing streak, doubling-up is a lot more painful than that initial double-up from \$1 to \$2. After just six consecutive losses your next bet would need to be \$64, and we all know that doubling-up again means a \$128 wager out there on red. But you eventually have to end up with a win, right? You would think so, but what if you reach the table limit? Then you are stuck with your losses. Let's say you do win with something close to the table limit on the line. You have won a total of \$1 for all the stress of placing bank-busting wagers on the table. But, yes, you have won a dollar; I'll give you that. The double-up strategy is one to think about, but not for too long.



		Top					
		0		00			
1 TO 18	A	1 ST 12	1	2	3	I	
			4	5	6		
			7	8	9		
			10	11	12		
EVEN	B	2 ND 12	13	14	15	J	
			16	17	18		
			19	20	21		
			22	23	24		
RED	C	3 RD 12	25	26	27		
			28	29	30	K	
			31	32	33		
			34	35	36		
BLACK	D		27 TO 1	2 TO 1	2 TO 1		
			E				
			Bottom				



MONEY WHEEL

A few years back, I bought a book for my father that promised to help the reader come out of any casino a winner. It had great tips and advice for every casino game imaginable. The chapter on the Money Wheel (also called “Wheel of Fortune” in Vegas) was one of the most intriguing entries. The complete chapter fit on one page; in fact, on one line -- “Don’t play this game.” The book was meant for the serious gambler who considers every trip to Vegas a business trip. But for the recreational gambler, the Money Wheel can be a lot of fun. Not great odds, but if you can handle watching your monetary fate spin around before you, under the bright lights of Vegas, the Money Wheel is worth a wager or two.



HOW TO PLAY

The Money Wheel is divided into 54 segments and separated by nail-like protrusions at the edge of the wheel called “posts.” Each segment is marked by a bill of U.S. currency, except for two segments noted with “Joker” and “Flag.” There are twenty-four \$1 bills on the wheel, fifteen \$2 bills, seven \$5 bills, four \$10 bills, and two \$20 bills.

To play the game, place your bet first (refer to *Quick Bets*, page 23) on one or more of the seven squares on the table, representing the “Flag”, the “Joker,” and each bill denomination on the wheel. Each square tells you how much betting on it pays. A bet on Flag or Joker pays 40-1. Wagering on a \$20 bill pays 20-1; on a \$10 bill pays 10-1; on a \$5 bill pays 5-1; on a \$2 bill pays 2-1; and a \$1 bill pays even-money.

Left-click the square(s) where you wish to place your bet then left-click **Ready** to spin the wheel. When it stops, the marker at the top is centered on the winning symbol or bill denomination. All bets placed on the winning square are paid off according to the odds listed. The dealer collects all other wagers.



STRATEGY

All Vegas games are games of chance, whether the chance you take is on a hand of cards, a throw of the dice, or a spin of the Money Wheel; the trick to winning is finding a game where you are well rewarded for taking a chance. If you bet that the sky will turn green tonight, you should make sure that a small wager will pay a very large pot, if indeed the sky does turn green.

The problem with the Money Wheel is that all the bets are underpaid in relation to the chance of payoff. For instance, you put a dollar on the Joker. The Joker has a 1 in 54 chance of coming up. For every time the Joker comes up, there are 53 times it won't. So if the casino paid true odds, a \$1 wager on the Joker would pay off \$54. But as you can see on the table, the payoff on a \$1 bet on the Joker is \$40. While true odds aren't easy to come by in most casino games (certain bets in Craps are the exception), the casino advantage on the Money Wheel is the worst of any game in Vegas Games 2000, and probably in the city of Las Vegas itself.

A break down of how many times a bill or symbol appears on the wheel, what it pays, and the house's advantage (by percentage) is shown below. After studying this chart you'll undoubtedly realize that Money Wheel is wonderfully fun, but when it comes to real wagering the best advice is that one line in my dad's strategy book: "Don't play this game!"

Symbol	Number of Times Symbol Appears on Wheel	Payoff	Casino Advantage
\$1	24	1-1	11.1%
\$2	15	2-1	16.6%
\$5	7	5-1	22.2%
\$10	4	10-1	18.5%
\$20	2	20-1	22.2%
Flag	1	40-1	24.0%
Joker	1	40-1	24.0%



TROUBLESHOOTING

COMMON INSTALLATION PROBLEMS

Problem: The CD is in the CD-ROM drive, but the computer is not recognizing it.

Answer: The game you purchased may have come with a CD that may be dirty or scratched.

Solutions:

1. Take CD out of the drive and make sure it is the correct disc.
2. Make sure the data side of the CD (shiny side) is not dirty or scratched. If it is dirty, take a lint-free non-abrasive cloth and wipe gently to clean it (always wipe radially, from the inside of the disk to the outside edge). If the data side of the CD appears to be scratched, please call Customer Support for information on our exchange policy.

Problem: The computer freezes during install and you receive an "*_ins error" message or "An error has occurred during the move data process" message.

Answer: Your computer may be using a 16-bit CD-ROM driver. Follow these steps to check this:

1. Right-click on the **My Computer** icon and select **Properties**.
2. Click on the **Performance** tab.
3. In the "Performance status" box, if the "File System" line says "Some drivers are using MS-DOS compatibility," you are using a 16-bit driver.

Solution 1: If you are using a 16-bit driver in MS-DOS compatibility mode, contact the manufacturer of your CD-ROM drive or the manufacturer of your computer for an updated 32-bit CD-ROM driver. A list of manufacturers is available at <http://www.3do.com/support>.

Solution 2: If you are using a 32-bit driver, not in MS-DOS compatibility mode:

1. Close all unnecessary programs running in the background: Press the **CTRL+ALT+DEL** keys at the same time, select a program and press the **End Task** button. Repeat until all programs except the "Explorer" and 'Systray' programs are closed.
2. Make sure you have enough space on your C:\ drive for temporary Install files to expand by emptying the Recycle Bin and deleting old files from your C:\Windows\Temp folder.



LAUNCHING THE GAME

Problem: After launching the game from the **Start Menu** or **Desktop** icon, you get a blank screen, a black box surrounding the mouse cursor, blurry or choppy graphics, vertical lines on the screen, or choppy or no sound.

Answer: There may be a conflict between your video or sound card and Microsoft's DirectX™ 6.0.

Solution:

1. Double click the **My Computer** icon on your desktop; double-click on your **C:** drive, then **Program Files**, then **directx**, then **setup**, and finally double-click on **dxdiag.exe**. This program is the DirectX Diagnostics Tool.
2. Make sure all your files are DirectX 6 compatible.
 - Select the **DirectX Files** tab. Make sure there are no exclamation points to the left of the file names. If you find an exclamation point under this tab, you will need to reinstall DirectX 6.0. Make sure your game disc is in the CD-ROM drive, click the **Start** button on the Windows 95 task bar, then select **RUN** and type in the drive letter for your CD-ROM drive (e.g., "D:"), followed by: "**\DirectX\DirectX\dxsetup.exe**" and press **OK**. This will reinstall DirectX 6.0.
3. Make sure all your drivers are DirectX 6.0 compatible.
 - Select the **DirectX Drivers** tab. Make sure there are no exclamation points next to the file names. If you find an exclamation point under this tab, you will need to update your drivers by contacting the support department of the hardware manufacturer. 3DO has provided you with a listing of manufacturers' sites on our support web pages at **<http://www.3do.com/support>**.
4. Test your hardware with the DirectX 6.0 diagnostic tool
 - Run the tests that are available on the **Display**, **Sound** and **Input** tabs. If one or more tests fail, this could be due to driver incompatibilities. Installation of the newest drivers for the hardware can usually resolve this.

Most manufacturers have released updated hardware and drivers that are compatible with DirectX and have them available on their web sites for download. You can find many links to these hardware sites by going to our Customer Support web site at **<http://www.3do.com/support>**. Microsoft updates Direct X and its components regularly and posts them for download on their website at **<http://www.microsoft.com/DirectX>**.



In addition to the drivers provided directly from the manufacturers, you may obtain Microsoft WHQL certified drivers by going to **<http://www.microsoft.com/hwtest.hcl/>**. WHQL confirms compatibility with Windows 95, Windows 98 and Windows NT4.0.

The 3DO Company and Microsoft are not suppliers of drivers for your hardware. For new hardware drivers, please consult with the manufacturer of your individual hardware component and/or your computer.

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You can also send us a fax at **(650) 261-3419**.

If you prefer U.S. mail, please use the following address:

**Customer Support
The 3DO Company
600 Galveston Drive
Redwood City, CA 94063**

However you choose to contact us, please provide us with the following information: Computer OS type, amount of RAM, and CPU type (this information is available by right-clicking the **My Computer** icon, selecting **Properties**, and then clicking the **General** tab), as well as your hard drive size and available free space (right-click on your hard drive icon).

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